HOLY GRAIL SEARCH TO CONTINUE!

By Bob Ellis

Dr. Henry Jones was back in hiding last night after speaking to this reporter about his continued search for the Holy Grail treasures. New information is believed to have been found by Dr. Jones on his trip to Europe.

There was deepening mystery when Dr. Jones vanished from his home recently after many years of research into the real location of the sacred treasure.

Many believed that he had travelled to the Nile Delta but this paper is proud to reveal that he has found further evidence in Central Europe. While he was not willing to give detailed information, we believe that the Dr. has found the whereabouts of the famous shield, said to contain the vital directions needed to find the Holy Grail.

What, I asked Dr. Jones, was the Holy Grail? "The chalice used by Christ during the Last Supper" he replied, "The cup that caught his blood at the Crucifixion and was entrusted to Joseph of Arimathaea. It disappeared and was lost for a thousand years before being found again by three knights of the First Crusade, three brothers to be exact."

"One hundred and fifty years AFTER finding the grail, two of the brothers began the journey home but only one of them made it back. Before dying of extreme old age, the knight told his story to a Franciscan friar. He did not reveal the location of the Holy Grail, but instead promised the friar that two 'markers' had been left to mark the way.

"The first of these markers has recently been discovered, incomplete, in the mountain regions north of Ankara and is currently in the hands of Mr Walter Donovan, a major contributor to the Old World Museum."

The second marker is thought to be buried with the second brother, and it is this marker that Dr. Jones is seeking at this time.

Little mention is made of the third brother by most historians but it is believed by many of them that he remained behind to become the keeper of the grail. If this is so, then what has happened to him after all these years. Is he still alive?

Dr. Jones, his white beard showing a faint smile on his lips, declined to comment. With that smile our interview ended and he departed.

Your reporter watched him leave, finished making notes of the conversation, summoned a gondola, and returned to his hotel to write this report.

GRAIL

By Marcus Brody

The word grail is derived from 'gradule', which means step by step, degree by degree.

There are six degrees or levels of awareness in the grail quest and each one is represented by an animal. The raven was the symbol of the first degree and represented the messenger of the grail.

The peacock signified the second degree and symbolised the search for immortality.

The sign for the third degree was the swan to show that the person who searched for the grail sang a swan song to selfish and indulgent ways.

The fourth degree was the pelican, a bird willing to nurture its young by wounding its own breast.

The lion, its leadership and conquest, defined the fifth degree.

The sixth and highest level was represented by the eagle and was achieved at the end of the quest to show knowledge and power gained.

Program instructions

LOADING INSTRUCTIONS

C64 Cassette

Insert the cassette in your data recorder. Hold down the **SHIFT** key and press **RUN/STOP**.

C64 Disk

Insert the disk in the drive. Type **LOAD "*"**, 8, 1 then press **RETURN**.

C128

Hold down C=Key when switching on computer to play in C64 mode. Follow C64 loading thereon.

Spectrum Cassette

Insert the cassette in your tape recorder and type **LOAD""** then press **ENTER**. Press play on the tape recorder.

Spectrum +3 Disk

Turn on computer, insert disk and press **ENTER**. Game will load and run automatically.

Amstrad Cassette

Press **CTRL** and the small **ENTER** key. Press play on the cassette recorder.

Amstrad Disk

Insert the disk in the drive. Type **RUN"DISK** and press **ENTER**.

Atari ST Disk

Insert the disk in drive A and switch on the computer. Swap disks when prompted by the computer. Ensure disks are 'WRITE PROTECTED'.

Commodore Amiga

Turn on the computer and wait for the **WORKBENCH** prompt then insert the disk. Ensure disk is 'WRITE PROTECTED'.

IBM PC & Compatibles

Insert the disk in drive A and type **INDY** and press **ENTER**.

GAMEPLAY

Indiana Jones and the Last Crusade is an exciting multi-level game in which you control Indy in his search for various artifacts. There is an important artifact on each level. The objective of the game is to fight your way through each level and collect the artifact. Once the artifact is collected, then you need to fight your way to the end of the level.

Each level presents a different challenge and tasks. On level 1 you need to collect the Cross of Coronado but remember to collect the torches or it will get dark and difficult to see your way around the caves. Once you have the Cross you need to escape over the top of the train.

Level 2 takes you deep within the catacombs. When the catacombs were built, secret archways were constructed to hinder false searchers. Presented with 6 arches, the true searcher finds the correct arch and continues on his search. The false searcher unable to choose the right arch is doomed to wander the catacombs in vain, unable to find the Crusader's Shield that lies there. When beginning this level you will see the arches, and above each arch is a coded hieroglyphic. These change daily and the date is shown above the arches. To find the correct arch, look up the date on the grid shown on the back page of the Byzantine Crusader and enter through the arch that matches the code you find. Once you have found the shield, you need to scale the castle wall, but beware of the lightning.

Level 3 and the game moves onto the airship. Search for the Grail Diary that Indy's father has lost here. Be careful to pick up the passes as you move. They are made of flimsy paper and fall apart after a short time. If Indy does not have a pass the alarm will be raised, making your task more difficult.

And finally to Level 4. Dr. Jones Snr. has been shot and his only hope is that Indy can get to the Holy Grail in time. With dad's heart gradually turning to stone, you must guide Indy quickly, but safely past the traps set by the Crusade knights. Time is your enemy and only the brave will make it in time.

GAMEPLAY CONTROLS

C64

Joystick operation in Port 2 only.

Spectrum

Joystick operation, either Kempston, Sinclair 1 or Sinclair 2.
Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.
H will Pause and Unpause the game.
Shift T will abort the current game.

Amstrad

Joystick operation as normal.
Keyboard operation, QAOP & Space for Up/Down/Left/Right & Fire.
DEL will Pause and Unpause the game.
Shift/ESC will abort the current game.

ST/Amiga

Joystick operation only. Joystick in the second Port.
F9/F10 will Pause/Unpause the game.
Shift/ESC will abort the current game.

IBM PC & Compatibles

IBM or Amstrad Joystick interfaces.
Keyboard operation, QAOP & Cursor keys for Up/Down/Left/Right Space = Fire.
F9/F10 to Pause/Unpause the game.
Shift F1 to abort the current game.

PROGRAM CREDITS

U.S. GOLD
Special Project Manager
Mike Wilding

PRINT PRODUCTION MANAGEMENT, U.K.
Bob Kenrick, Dave Brown,
Craig Johnson

U.K. MASTERING
Dave Partington, Neil Bate, James Wood

MARKETING AND SALES
Roger Swindells, Sue Baker,
Camel Advertising

ADMINISTRATIVE AND TECHNICAL ASSISTANCE
Dave Baxter, Steve Fitton, Paul Sutton,
Tony Samuels, Martin Smith, Phyliss Allen

Thanks to
Geoff Brown

**TIERTEX
PROJECT LEADER**
Donald Campbell

PROGRAMMING
Mark Haig-Hutchinson,
Paul Gill, Donald Campbell

GRAPHICS
BLUE TURTLE
(Nick Pavis, Lee Christian).
James Clarke

MUSIC AND EFFECTS
Mark Tait

PROJECT DIRECTED BY
Akila J. Redmer

LUCASFILM GAMES CONTRIBUTIONS TO DESIGN
Noah Falstein, Akila J. Redmer
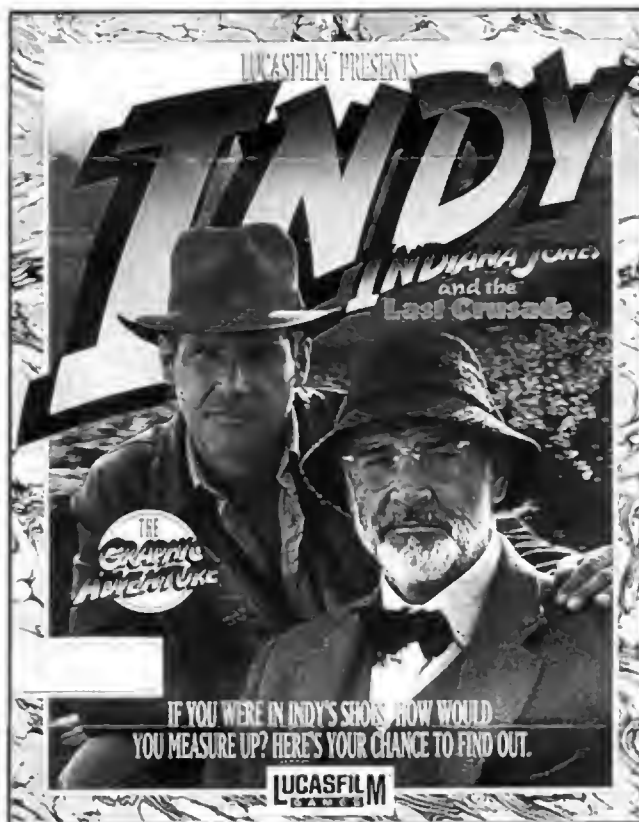
MARKETING DIRECTOR
Doug Glen

LUCASFILM GAMES GENERAL MANAGER
Steve Arnold

PRINT PRODUCTION MANAGEMENT, U.S.A.
Mary Bihr

ADMINISTRATIVE ASSISTANCE
Stacey Lamiero,
Paula Hendricksen

PACKAGE DESIGN
Paul Curtin Design

Special Thanks to George Lucas

	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
31						

	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
31						